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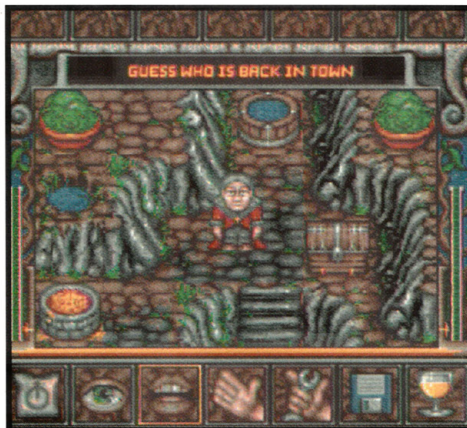


News & Previews

p30

Mixed reaction to this new section so far. Our more radical readers like the idea of combining the two, while the traditionalists feel the news belongs at the front. But seeing as we can't be bothered re-thinking the news section again, it's likely to stay as it is for a while now.

Included this month are an **Acid Software** compilation, news on **Championship Manager 2**, and an exclusive offer for Vulcan's magnificent **Hillsea Lido**!



Features

Son of Boggit p24

The nation's favourite adventurer puts on his stupid pointy hat and takes to the road once more in his quest for the stolen Woonsocket Diamonds.

Despite being on the run for murder, the lad still finds time to answer your gaming questions. Or at least the easier ones. He's a trier if nothing else.



Game Guides

Worms p18

You'd never believe a game so simple could be so complex. But it is, so we've seized the opportunity to fill two pages with tips and strategies. Team 17 and the staff here at IDG spill their worming secrets.



Flight of the Amazon Queen p20

Our mammoth solution finally ends as we take you right through to the thrilling conclusion of Joe King's South American adventure.



Coverdisks p6

Disk 1

JOKER POKER FULL GAME!!

Our new policy of bringing you the best there is in full software continues with not one, but two exclusive full games! This month's cavalcade of giveaways starts off with BPM's sought after gambling simulation . . .

Disk 2

FRUIT SALAD ANOTHER FULL GAME!!

. . . and continues with the full version of this classic platformer. So successful was the demo version we gave away that we fought tooth and nail to secure the rights to this!

Disk 3

COALA

Hammer around in a great big helicopter for as long as you like, courtesy of this demo of Empire's impressive flight sim. If nothing else you'll find out whether your machine's capable of running the full commercial version or not.



Thank you for buying Amiga Action. We know we're only skinny, but who needs obesity when each month you are treated to three - oh hell yes that's **THREE!** - disks full of - and this is official - 'stuff that's good to play'. As is our wont, we bring you another full game this month ... In fact hang on, we bring you two. Oh yes readers, two full games in the shape of arcade-conversion-of-sorts Joker Poker, and the unputdownable Fruit Salad, a demo of which you may have already seen. Don't say we don't listen to what you say! As if these weren't enough there is, for AGA owners, a superb demo of Empire's magnificent Coala. And as if **THIS** wasn't enough, there's some free sellotape attached to the disks. Only it might have lost its stickum by now . . .

BPM Promotions

All one meg Amigas

BPM Promotions claims to have captured every aspect of the authentic arcade game with Joker Poker, and the first thing you need to do - even before slamming the disk in the drive - is write-enable the disk. Don't ask us why, just do it, okay? That done, you're in for a treat of poker-like proportions, because everything is here: Raise ante, hi/lo bonuses, five of a kind and anything else you might care to imagine.

You're given a set amount of money at the beginning of the game, and the idea is to win as much as you possibly can. Futile in a way, since it's pure simulation and you have no chance of actually **SPENDING** it, but ream in another way because . . . well, it just is.

Joker Poker can be played at a simple level or entered into fully, and if you choose to do the latter it is a very involved game indeed. All the rules have been kindly included on the game disk - attainable through a simple press of the F1 key - so there's no need to waffle on here. Basically though, it's the rules of poker you need a slight handle on, and once you come to terms with which cards earn the big dough (like say, two twos, a jack of clubs a 10 of spades and a four of hearts ain't gonna make you rich), you'll be set for the, erm, simulated poker-game-and-much-more of your life.

Don't forget though - write-enable those disks! We know what you're like . . .

Joker Poker is another full game created by BPM Promotions using the unique Reality Software Construction Kit - the self same one with which BPM created Charlie the Chimp, Wrath of Gwendor and many more reamsters besides. For more information on how to obtain this spanking piece of software, contact BPM at 8 Magnolia Park, Dunmurry, Belfast BT17 0DS.

Empire Software

AGA Amigas

All you lucky A1200 owners (and anyone who took it upon themselves to spend untold thousands on an A4000) will have seen the highly rated Coala reviewed in Amiga Action a couple of months back.

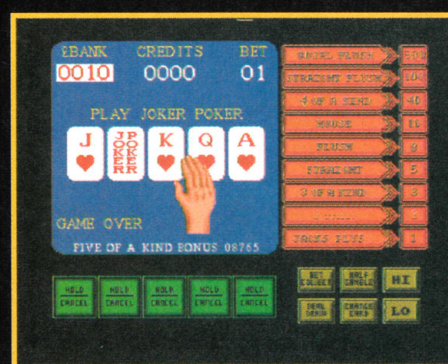
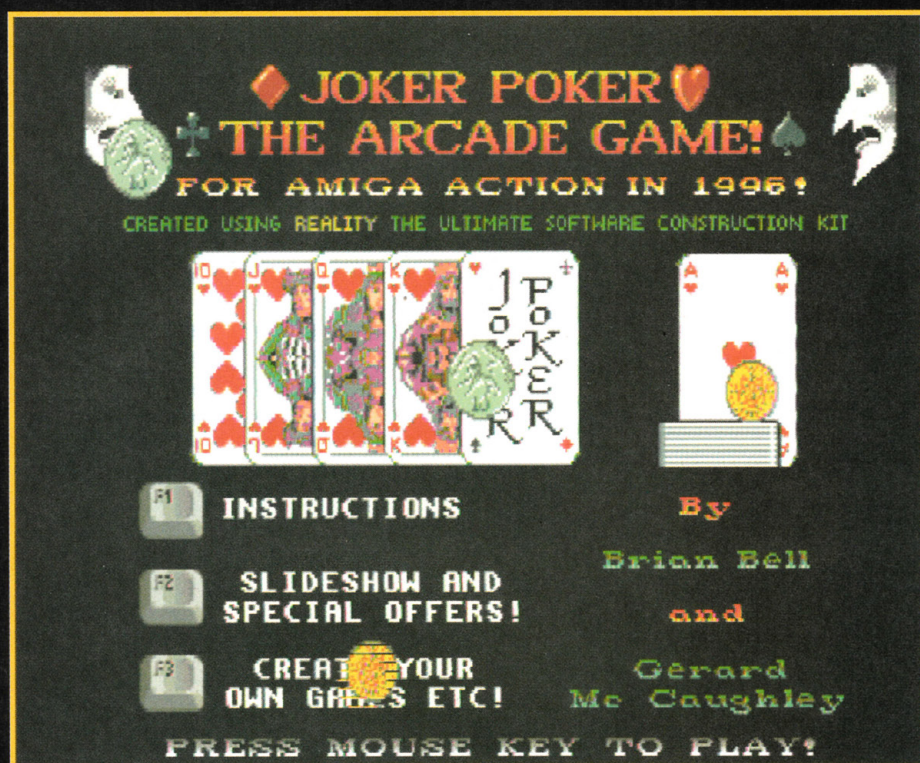
This demo puts you in the seat of, er, a Coala helicopter, we think . . . oh hang on, no, it puts you inside an AH-64R Apache and challenges you to complete a specially designed mission involving much reconnaissance and blasting anything that moves. Again, all the instructions you need are included on the disk, so you're quids in with that.

The AH-88 Coala is available to fly in the finished game, as is the Apache and a couple of other rotor-blessed monkeys. But the Apache is yours for the demo and comes complete with 38 standard weapons plus half a dozen hellfires and a couple of sidewinders. Firing these couldn't be simpler, but it's important to get off the ground first, because the enemy will be on your tail before you know it. They're not known for their generosity down in Central America (the scenario in which the demo places you) apparently.

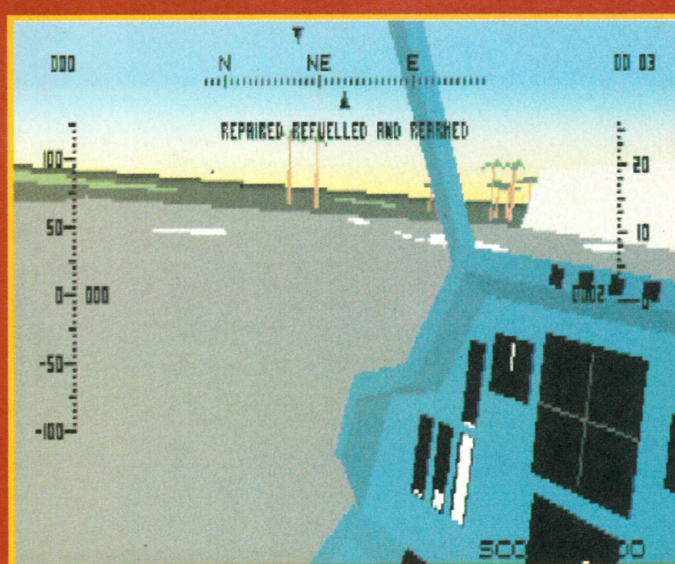
Much of what the complete game offers is of course missing, such as the varying terrain, choice of setting, airstrike option, hit point system and so on, but there's enough here to keep you going for a good few beards.

JOKER POKER

FULL GAME



COALA





Fruit Salad

Scott Hayne
All one meg Amigas

FULL GAME

Scott Hayne, you may recall, is the chap from somewhere down south who provided us (and YOU!) with the excellent Ace the Space Case, and Penguins, which impressed Valhallameisters Vulcan Software to such an extent that they're publishing it for him.

Fruit Salad is a game which Scott started work on long before Penguins – a 'labour of love' if you will, and a demo of which loyal AA readers will have enjoyed some time ago.

Well he's finished it now, and because he loves you all so much, he's given us the full montague to place lovingly onto one of our disks. Which we have done. As you can quite obviously see.

There's a story of sorts about an evil thang

called Triax, and all manner of other things, but you can if you wish read all about this on the disk. All you need to know for now is that you are a little blue job with shades, trapped in a number of fiendishly designed one-screen mazes from which you need to escape.

Various pick-ups need collecting before the door to the maze is revealed, plus there is the small matter of avoiding the nasty mullers intent on killing you as you go about your task. A simple press of the fire button sees you soaring through the air, and your movement once 'up' is controllable to a certain extent – necessary when it comes to those ultra-tricky later levels with pick-ups and fiends galore. Have fun! And all that lot.



Duff Disks

If any of your disks don't work, we're sorry – it happens to a very small percentage. Slam 'em in an envelope and send them for replacement to TIB, TIB House, 11 Edwards Street, Bradford, West Yorkshire. That'll see you right. Cheers.

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ACTION REVIEW

RACING



Released last year to critical acclaim from all quarters, Acid's classic racer is back, with extra circuits and improved gameplay.

ANDY SHARP is in heaven



Super Skidmarks

Data Disks

When Skidmarks first appeared, everyone gasped in awe at its total simplicity and addictive gameplay. Never before had a game featured sprites which moved so fluently and quickly, and the challenge it presented was unsurpassed.

Thanks to the welcome response the original received, Skidmarks was improved tremendously last year, appearing as Super Skidmarks. Once again it was a smash, and everyone still insisted on playing it to death. And rightly so – it had everything going for it. The graphics were simple yet effective, and the gameplay was as addictive as it comes. Both these Skidmarks incarnations are still selling well many months after release – as their chart placings have proved over the last year.

For the gameplay alone, Skidmarks was worth the time and effort spent trying to master the numerous circuits. And as far as these data disks go, absolutely nothing has changed in this respect.

The team behind the Skidmarks releases, Acid Software, has now ironed out what were thought to be the weakest points and

problems of the previous games. And the improvements are whole-heartedly welcome.

So what's new? A fresh bunch of tracks – 12 in all – which will have you twisting and turning more than you ever thought possible. If you thought things were tricky before, you're in for a rude awakening with these additional circuits.

There are also new Championship modes and a number of differing difficulty levels. These will either make

Installation software, to prevent the constant swapping of disks which did become terribly annoying after a while in the original Super Skidmarks. The only reason the game has got away with this in the past is because the racing is just so awe inspiring.

If you struggled to plough through the tracks of the previous instalments, then you're in for a rough ride with the new circuits. There are even more twists and turns, and some terribly difficult hairpins which you'll have to struggle past to progress to the next circuit. You still have to win the race to qualify for the next track in Championship mode.

Once again you only have a limited number of tries – six to be exact – to complete

the circuits, otherwise it's back to the start after failing miserably to clock up the points to stay on the winner's rostrum.

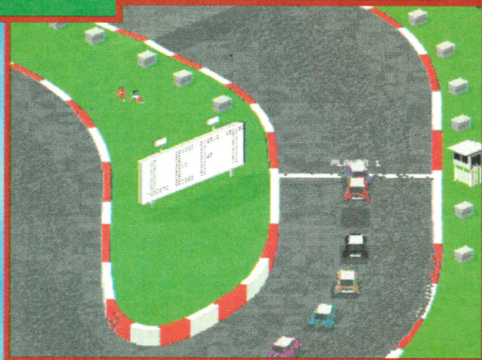
All of the options included in the original are still here, so you can change the number of laps, tow a caravan, change the colour of your car etc. The Pong game is still available while a circuit or car is loading up too!

For the completist there's also



your races easier, or so quick that you'll find it almost impossible to stay on the circuit.

There is a new program disk included in this update along with two new track disks. You will also find full Hard Drive



an option whereby you can design your own racing mobile. Quite a pleasant little touch if you're into that sort of thing.

If you are one of the thousands of people who were hooked by the original Skidmarks release, you're basically in for a treat with all of the new circuits. It's like a whole new challenge and certainly comes as a welcome addition to last year's sequel.



RESULTS FROM RACE 3 OF 6 RETRIES=0

PLAYER 1	5th	TOTAL (0:59.5)	BEST (0:14.0)	23 POINTS (+1)
	2nd	TOTAL (0:58.1)	BEST (0:13.5)	17 POINTS (+7)
	1st	TOTAL (0:57.3)	BEST (0:13.8)	14 POINTS (+10)
	3rd	TOTAL (0:58.2)	BEST (0:14.0)	6 POINTS (+4)
	7th	TOTAL (1:00.4)	BEST (0:14.0)	6 POINTS
	4th	TOTAL (0:59.0)	BEST (0:13.9)	4 POINTS (+2)
	5th	TOTAL (0:59.2)	BEST (0:14.0)	3 POINTS (+1)
	8th	TOTAL (1:00.8)	BEST (0:14.7)	2 POINTS

EXIT



It's not all plain sailing, however. People who fancy playing this for the first time will need to fork out for the original Super Skidmarks before being able to get their teeth into this improvement. Therefore it will cost the average punter upwards of £40 to get the two compatible versions.

For those who already own Super Skidmarks, another 15 quid will ensure it doesn't end up being left on the shelf gathering dust after months of frantic gaming. There are enough new features contained in this update to guarantee the game's longevity for quite some time to come.

Now that all of the minor glitches have been ironed out and improved, Super Skidmarksmania will surely be rife once again. Few games can claim to be at the very pinnacle of their genre, but Super Skidmarks is a clear lap ahead of the other contenders. And now it's better still. With all of the improvements included in the new disks it's going to be very difficult to better. Where Acid Software can take things from here is anyone's guess.

THE LOW-DOWN

PUBLISHER	Acid Software
CONTACT	01302 890000
HD INSTALLABLE	Yep!
PRICE	£14.99

GRAPHICS	92%
SOUND	81%
PLAYABILITY	96%
DIFFICULTY	Variable

Nobody has even come close to touching the supremacy of Super Skidmarks. Scoring 90% when it was reviewed in last year's May issue, it could have been better. Now all of the minor faults which dragged the original mark down have been ironed out, and as a result of the new circuits and improved options, it's improved tenfold. Speeding away from the opposition it's simply the greatest racing game on the Amiga. Ever.

REVIEWED BY ANDY

OVERALL SCORE
92%

ACTION REVIEW FLIGHT SIM



A1200

When you're confronted with a massive manual almost 200 pages long, you know you're in for something in-depth. Something you can really get stuck into and spend some time with. When the manual contains phrases like, "NAV1 may also be used as VOR/DME. In this case a single line radial indicator [19] shows the selected radial, the yellow diamond [20] serves the same purpose as the blue NAV2 pointer [9] ie, it points to the VOR station," you know you're in big trouble, especially if you're a reviewer who doesn't have the slightest clue what a VOR/DME is.

So it was with a heavy heart that I approached Rainer Bopf's latest commercial passenger aircraft 'epic', well aware that I was going to get lost amid sheet after sheet of instructions and those dodgy navigational maps they always give away with these things.

I'd be lying to you if I said I've managed to get to grips with Airbus II, because I haven't. Nowhere near. And it wasn't for the lack of trying. This is a highly specialised product that is certainly not going to appeal to the everyday Amiga gamer. In fact, it's difficult to see who it's going to appeal to at all.

Don't get me wrong. You can't fault it technically, and I'm sure you couldn't hope for a more realistic A320 Airbus simulation on

a humble home computer, but the question has to be asked – Will anyone other than budding pilots curious to see whether they've got what it takes, want one? I doubt it to be honest, and I would have thought that the number of Amiga owning budding pilots who are just curious to see if they've got what it takes is far too small to justify all the time and effort that's gone into producing this.

All the time I was playing I was constantly bewildered by the vast number of controls and the decisions that I had to keep taking to preserve the lives of my hundreds of passengers. 'Why did that happen?', was a question that cropped up a lot, along with, 'What do I do now?', and, 'What the hell is going on?'.

I tried to read the manual, I really did, but following it was impossibly tedious. It kept throwing in technical terms that I had no understanding of, or indeed no wish to understand. This is not a failing in the game but a personal preference, and that's why I've come to the conclusion that this is a game aimed at a highly specialised (and dare I say it, ultra-bleed) market. A market filled with people who will lap up the intricate details and probably already have some knowledge of how an aircraft works. Thankfully I don't fall into that bracket.

The manual tells you right from

the off that playing Airbus II will allow you to develop some of the skills (navigation, general running of the aircraft) that will come in useful if you start to fly in real life.

So, maybe approaching the game as a learning tool rather than a game is a better idea. It has many of the features previously exclusive to multi-million pound flight simulators (you know, the ones they use on the Krypton Factor), so as a flying experience there will be plenty of new stuff in there that has been previously inaccessible to all but trainee airline pilots.

What you need to remember is

Airb

that a review has to put across the reviewer's opinion, and in this case it's definitely not favourable. However, the product is not really at fault in any way other than it doesn't appeal to me personally. And before you say, 'Why didn't someone else do the review?', I feel I should tell you that I like it at least twice as much as anyone else on the team!





AIRBUS II

Don't groan. Just because you happen to think that passenger aircraft simulators are tedious doesn't mean that everyone agrees with you. Although it's a safe bet most do, including STEVE MCNALLY

THE LOW-DOWN

PUBLISHER Mirage
CONTACT 01260 299909
HD INSTALLABLE No
PRICE £29.99

GRAPHICS	70%
SOUND	55%
PLAYABILITY	68%
DIFFICULTY	Tricky

I'd hazard a guess that even without reading the review you'll know whether Airbus II is for you or not. To get anything out of it at all you'll need to have at least a passing interest in the interior workings of an aircraft and a desire to master the many, many controls required to keep it up in the air. The realism level has been cranked right up to provide possibly the most accurate flying experience yet seen outside a military simulator, but it's all so tedious and uninteresting – for your everyday Amiga user at least. I certainly won't be loading it up again.

REVIEWED BY STEVE

OVERALL SCORE

67%



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ACTION REVIEW

PINBALL



There are, you know, two schools of thought. Oh yes. One is that (without wishing to ring a death knell of any kind) this is not the best time to try eking out a career in Amiga games programming and publishing, for reasons which we all know only too well. After all, if the big boys aren't interested, what chance does anyone else stand?

That's one school, and the second goes like this: Now is the best time to try eking out a career in Amiga games programming and publishing. The reason? If the big boys aren't interested then smaller outfits might stand a chance of making a name for themselves. Thankfully, Effigy Software subscribes to the second school of thought, and Pinball Prelude marks its Amiga debut.

Now when they set about programming this game, the people at Effigy were either very naive, or very sure of their talents. After all, foisting a pinball game onto a market not only saturated, but dominated by three landmark products, is either very brave or very stupid.

Fortune favours the bold though, and the current Amiga market certainly favours Pinball Prelude. Not only is it great fun to play, but . . . well, yes, that is about all it offers actually. But then what else could you possibly want?

It's a three-disk game, and there are three tables. Three tables isn't a vast amount – certainly less than four, for example – but, handily, each is given its very own disk. Yes, it means you have to swap disks each time you crave a new table (please don't ask about external drives – we have four and they're all up the spout), but load up Pinball Fantasies for a while and you'll find that the swappery in Prelude is minimal.

The tables are Past, Present and Future, and offer three quite individual challenges in a quirky and original way.

On the Past table, caveman-esque clubs pass for flippers, and rewards can be gleaned by slotting the ball up a stegosaurus' back passage. Find the babbling stream and the ball will float gently down it. It's good. It's different.

Present offers many a graphical treat from the world we know so well. A mobile phone, satellite dish and table-top football game comprise the basics – each perfectly depicted and offering its own kind of present day challenge and bonus.

Future is where it all gets very strange. For starters, the ball is tiny and odd-looking, and the flippers are none other than light sabres complete with satisfying and competing 'whooooo' and 'whaaaaa' sounds. No one feature is particularly discernible, it's more a collection of coloured sketches which, when combined, make it equally as playable as the others.

Each table is excellently drawn and large – scrolling from left to right as well as up and down. Past is left simplistic, but the other two are crammed with detail, chutes and bonus games galore.

Maybe too much presumption is entering proceedings here, but it looks for all the world as though the programmers were genuinely having fun when they created the tables, as demonstrated by the ultra-bouncy green ball and 'smiley' ball on the Present table when you manage to 'do something good'.

Options are changeable – bonus lights takes more hits on the medium and hard settings, bonuses can be lost with the ball, side exits open more quickly, and the ball itself bounces less (or more!). A multi-ball mode of up to 10 balls can be selected, though anything more than three or four makes for hideous slowdown in hires.

It's high time someone came up with an original pinball idea, and Effigy has managed the tricky feat. This ball isn't as smooth as that of the Swedes, and the tables aren't perhaps as authentic, but who cares? It's a computer game first and foremost, and a good one at that. Amiga punters – that's you! – would be well advised to lap it up like, I don't know . . . some sort of special ambrosia or something.

If this prelude is indeed the shape of things to come, then things are looking up for the Amiga, so reckons **PAUL ROUNDELL**. Somewhat ambitiously, perhaps, but there you go . . .

Pinball



prelude

THE CREAM OF BAT 'N' BALL

1. **PINBALL ILLUSIONS** – The third of the collaborative Digital Illusions/21st Century trilogy was, as expected, the best. Super-smooth scrolling, ultra-real ball roll and a multi-ball option which was – at the time – a first on the Amiga. Just three tables, but still a winner.
2. **PINBALL DREAMS** – Originally overshadowed by the more polished Fantasies, Pinball Dreams is, four years after release, still the addictive, super-simple game it always was. Slight ball slowdown does little to diminish its appeal.
3. **PINBALL PRELUDE** – Er, you've already read about this.
4. **PINBALL FANTASIES** – Better looking than most, and smooth as a cue ball in baby oil, Fantasies is no poor man's simulation. Four tables of equal calibre, but none which stand out as champions and cry out to be played.
5. **OBSSESSION** – Merlin Software's commendable effort to break the C21 stranglehold didn't quite make it. No flaws, a multi-ball option and – yes! – the standard four tables, but it bore too much of a resemblance to the aged Dreams to be considered for a major prize.

THE LOW-DOWN

PUBLISHER Effigy
CONTACT 01526 834020
HD INSTALLABLE No
PRICE £19.99

GRAPHICS	85%
SOUND	85%
PLAYABILITY	90%
DIFFICULTY	Variable

A good looking, great-to-play and – gusp! – original pinball game. Okay, so there are only three tables, but there are no fillers, they're all of the highest quality. A host of features and some dinky bonus games make Prelude only slightly less fun to watch than to play. A sequel would be welcomed.

REVIEWED BY PAUL

OVERALL SCORE

89%

Giving The Gam

WORMS

After just a few weeks on sale, Worms is already the best selling Amiga game since Sensible Soccer. We think. Everyone owns it and everyone is playing it – but are they playing it ‘properly’? This is the definitive Team 17 and IDG Media guide to wormage

Martyn Brown, Team 17 Director of Development

Team: Spadge, Clagnut, Bosnia, Wilf

As an active man of fine physique, I play Worms with action, accuracy and good manoeuvrability. Preferring to stay on the surface rather than hide underground, it is vital you learn the art of combining your bazooka shots with wind power. The bottom of a cliff can be a safe and protected position – by being able to launch bazooka shells and use the wind to direct them accurately, you can pick off enemy worms to great effect. This also means you are able to reserve your homing missiles which are extremely useful if Sudden Death occurs. A good point to remember is that if you pause the game, you are informed as to how

much time is remaining until Sudden Death. Press pause on and off very quickly so other players don't realise what you're planning – they'll just regard it as a mistaken key press and give it no further thought. The 'stand up and be counted' method employed by myself is often ridiculed by The Dark Side (see Bunker). *Paul's verdict: Good, honest Worms from a man who plays the game properly, though claims of a fine physique remain unsubstantiated.*

Alan Bunker, Ex-Team 17 Media Manager (Now a professional Worms player bidding for a place in the Hermaphrodite Olympics taking place in Atlanta later this year)

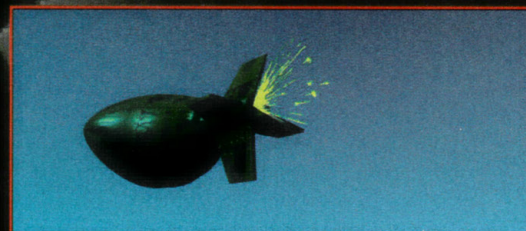
Team: Kelly, Big Joe, Oddball, Cupcake

I employ a strategy which has become known as The Dark Side. As the original user of The Dark Side system, I have converted a small number of people to my way of thinking, and it is typically these people who win matches.

Firstly, teleport your lead-off worm to a completely safe position, be it in an underground cave/hole or under a long – preferably thick – overhang. Take two more worms and blowtorch down at an angle. You now have two dug-in worms who can hide but still fire bazookas, grenades, cluster bombs, homing missiles etc onto enemy positions.

By now the enemy will be getting pretty annoyed with your so-called cowardly tactics. As a consequence, they'll be taking shots at your fourth worm which is exposed on the surface. This is known in military circles as the 'Decoy Worm', and is there to draw fire while Worm One digs deep and #2 and #3 blast everyone else. By the time Worm Four has been killed – along with several enemy worms – you'll have three strong worms with which to finish off everyone else. Save your airstrike for Sudden Death – this enables the well concealed Worm One to kill opposing worms without having to emerge from hiding. And try placing a girder over someone else's worm to trap them in a hole – ooh, the abuse you'll get!

Paul's verdict: Here's a guy who never quite got his head around the concept of, 'it's the taking part that counts'. The Geoffrey Boycott of Worms players.



Andy Davidson: Worms creator, scary lad, sheep fan

Team: Joanna Lumley, Bananafish, Agent Cooper, Slutfish

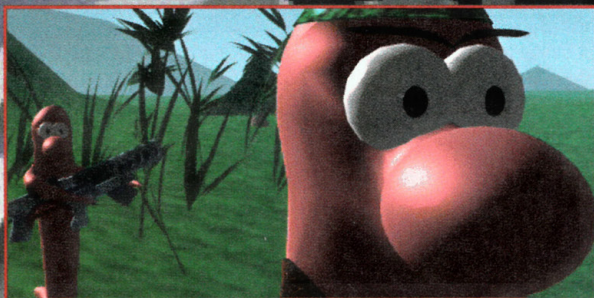
Bizarre tactics by anyone's standards. This school of training recommends frequent use of bungees, ninja ropes, kamikazes and anything else which looks really good but will never win you the game.

However, one useful tactic has been discovered as a result of using this particular method. To pass by mines, expanses of water or surface obstacles without using your limited number of teleports, try this...

Face the direction you wish to travel and then ninja rope a nearby object. Swing the rope until you are bouncing madly about, then, at the top of your swing, you are able to hurl yourself through the air in the appropriate direction by pulling in the rope and striking the

fire button at the same time. This takes some practice, but can be very effective.

Paul's verdict: Andy's out to have fun, and the more time he spends at Worms the less he spends frightening children, so carry on there mate...



Neil Jackson Amiga Action Production Ed

Team: Mullen Out, The Nogester, Beast, Monkey

Neil believes in starting with a bang, and tends towards the random airstrike opening which is

also known as the Jackson Joke. After inflicting very limited damage on – at best – a lone enemy worm, he invariably lurches blindly into a mine. This is not as fruitless as one might expect, and indeed more energy is drained from the opposition with a stray bouncing mine than he ever manages intentionally.



Homing missile-wise (one of which always, always follows), Neil finds great reward in selecting the nearest enemy worm – irrespective of energy remaining or any greater threats – and, after taking careful aim, obliterating his own worm by failing to spot the stray piece of scenery directly above his head.

Alex Lee, PSX-Pro Editor

Team: Ponny, Ronny, Frenson, Johnson

Alex is a thinker. He thinks he's good at Worms and can often be heard ejaculating about how, "You're only going for me because I'm the best," or how we should, "Take that other one out with a shotgun you fadge!". As far as airstrikes go, he can always be relied upon to find a 'better' option for the player currently in control rather than dropping missiles on his four, closely clustered wrigglers who can't muster 10 energy points between them. Mr Lee's verbose tactics have been known to change the course of games in which naive beginners are involved. He thinks we don't know he's the Teleport King, but we do.



Andy Sharp, Amiga Action Reviews Editor

Team: Bob, Nob, Dob, Lob

Within the scary confines of Andy's lair, an Amiga and PlayStation lurk. He claims not to spend the entire weekend honing his skills of wormage, but we know that 'beer night' has been switched to a Thursday, so he damn well does. As a result, the boy Sharp has become proficient with most weapons, and is a particularly fine exponent of the bendy bazooka shot. Gains a psychological advantage over his opponents with his intensely annoying insistence on murmuring, "Dum-de-dum-de-dum," as he approaches an enemy worm for a certain dynamite or firepunch kill. Rarely teleports, plays the game properly, and we hate him for it. The weasel.

Steve McNally, Amiga Action Deputy Editor

Team: Apathy, Laziness, Lethargy, Indifference

Steve's main tactic is to wrinkle up his face and go, "Nah, can't be bowvad," when invited to sup at the chalice of the Worm. The official line on this is that he's too conscientious a worker to break away for frivolity. The unofficial, yet more widely accepted reason, is that he's a miserable b@stard. And anyway, even when he does play, he's rubbish.

WORMS

Giving The Gam

Flight of the Amazon Queen

PART THREE

Right, well apparently there's some Floda thing trapped, or something like that. Frankly, we're finding it all a bit difficult to follow, what with one thing and another, but Craigyboy Ilson's still game, so here we go . . .



Joe uses an unorthodox method to mend the radiator – strangulation



LAST MONTH . . .

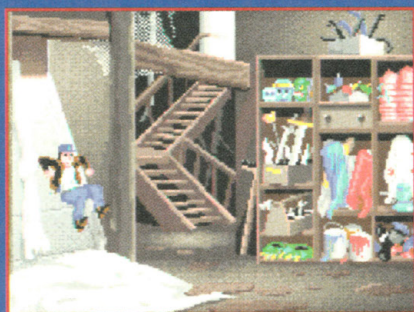
. . . and walk past a lever into a high room, looking down onto a Floda trapped in a cage.

THIS MONTH . . .

Carry on to the west [past the Floda, we imagine, but it doesn't say . . .] and use the glove puppet to pick up the round object on the statue. Then go back to where the lever is.

Pull the lever and you will be blown back to the statue [All sounds a bit pointless to us mate, but do go on . . .]. Go through its mouth and use the disk you have just picked up on the spindle, then use the vine on the disk. Descend and use the loose vines on the pulley system, then use the baseball bat on the stone block, and it will raise up. Go through into the cave and pick up the axe which you will find.

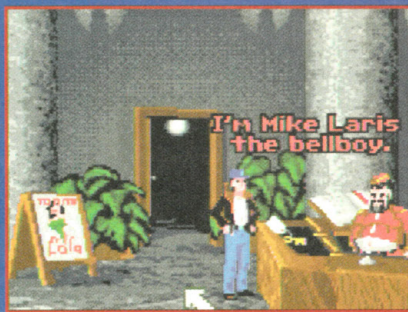
Return to the statue and go through the exit, then head upwards into [. . . yet another – yawn] cave. Hit the stalactite with the axe to knock it from the roof, then pick a piece of it up.



Take a trip down the laundry chute to the prop warehouse



'Mmm, should I go for the towels, the crowbars, or the comedy breasts?'



'Hi Mike, you bearded, wobbling, absolute disgrace. You want shooting'

Go back to the statue again and take the door which you have not yet walked through. Continue until you come up against a snake. Use the wrappings on the arm bone then use the lighter on what you have made to scare the snake.

Continue through this door then take the one on the right. There is a dead body from which you can get an ID card and a piece of stone.

Carry on until you reach a door guarded by hi-tech laser equipment, then go east. Talk to Ian [Who the hell's Ian?] and he will untie the rope under the cage, meaning that you can now use the lever.

Go back to the room with the lasers and exit to the left. Go across the bridge and through to the waterfall. Pick up the stick then go back to the laser room and enter the door on the far right. Go up the stairs and you'll end up at the waterfall. Return to where you met the snake and go through the exit to the left, and eventually you'll be at the statue again. Go through it and into the room where you bashed the stalactite. Use the axe on the hole to make it bigger

and you'll be able to go through. Use the long stick on the crypt thing and you will find a mask. Use the wrappings on this to restore it to good condition.

Return to the statue [Because ooooo! - you certainly haven't done that about 90 times already] and go north, then right or east, even?, descend behind the sarcophagus and continue west, where you will find Ian dead on the floor [So he's dead then now. Have we missed something else? Does this solution work anyone? Anyone?]. Steal the rock from him and go east to the grate, then use the lever again to be catapulted to the statue. Go through the left door and into the room which was guarded by the snake, then go through the door which the snake stood beside. Descend past the

waterfall into a room, then take the door at the back. Go through the next door and you'll be back at the lasers.

Use the mask on the lizards in order to deflect the beams and destroy the head. Go through this new door and follow the path, which will bring you close to the room containing treasure which you used the axe to enter. Use the sap on the bat then use the bat on the jewel.

Return to the lasers then continue west across the bridge. Use the green jewel and the blue jewel on the eyes of the god to stop the flood of tears.

Exit to the right into the room containing the altar. (By this time you should have wiped the sap off your bat after using it to snare the jewel). Use the sap on the

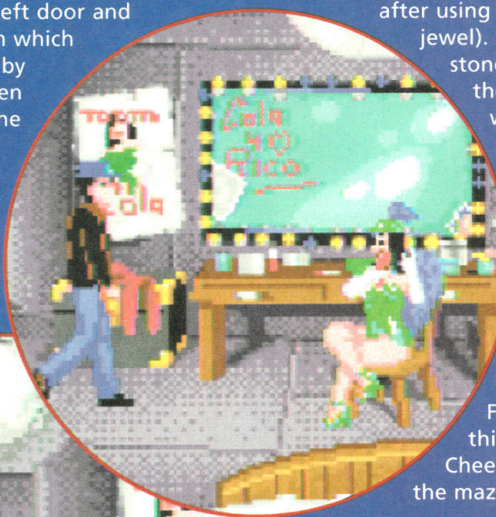
stone and rock to stick them together, whereby they become a miniature statue [Hmmm]. Use this on the main statue and a secret stairway will become visible.

Go down the stairs and continue into the maze.

Follow the dinosaur thing and feed it with Cheese Bits to get out of the maze. Walk through the door on the right hand side of the throne, then use the vacuum on the floor to reveal the

markings. Move the markings in the following order: across two, down four, across three, down three. This will open the right hand door for you to go through. Give the crown to the guardian then pick up the crystal skull.

Sit on the throne and you will be flung over to another guard and placed in prison. Pick up the mug and [In true prison styleé] use it on the bars. Faye will open the door and



Above: 'I've got a whole lotta love baby. And I want to lay it all on you'



Flight of the Amazon Queen

Giving The Gam

Flight of the Amazon Queen



disappear without you. Mix the Super Weanie Serum with the dog food, then give this delicacy to Klunk, who is standing at the door of Frank's office. Call him a weany and then punch him out cold and go into Frank's office.

Use the pencil on the writing pad to reveal the safe combination, then take the piece of paper and go to the safe room. Use the paper on the safe to open its door, and take the key and the plans. Leave using the elevator upwards, then cross the foyer and pass the guard dog towards the shed lock.

Take the rocket pack from inside, then return to Trader Bob and buy booze by showing him your stolen ID card. Climb up the pinnacle, and use the alcohol on the rocket pack, thereby fuelling it. Use the pack and you'll be shot into the valley, more or less at the feet of Faye and a dinosaur.

Walk to the clearing past the dinosaur's head to go around the dinosaur blocking your way.

Take the branches from the bush and give them to the munching dinosaur.

He heads towards the bush, allowing you to pass him and continue west. Use the Tyranno Horn when you come across the next dinosaur to scare it, then go eastwards.

Use the crystal skull to operate the robot, and before long Frank will be turned into a dinosaur and will battle

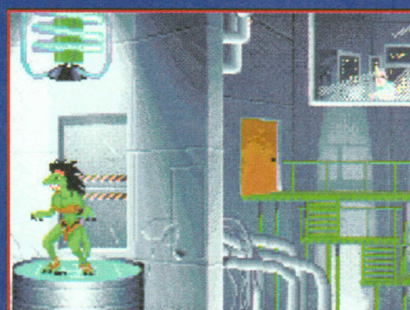
with the robot. Pick up the ray gun Frank dropped and use it on him. When he deflects the shot, use it on Faye, as she's been turned into one too **[What, a dinosaur? When?]**. Get Faye to turn her mirror around, then shoot at Frank again.

This time the shot deflects into Sparky, so change him back with another ray and give him the mask, which he will put on. Shoot at Frank again, and this time the deflection hits him, and everyone is happy **[Well we certainly are]**.

Thank heavens for that!



'Ah... I wasn't expecting you back yet. Er... I tripped and fell into the dress'



It's great to see the Green Goddess back on the television isn't it?



Er... these are the same grabs we used last month... and the month before

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SON of Boggit

The Son of Boggit has seen his column inches shrink dramatically over the last couple of months, and has decided to curtail his musical intros as a protest. He's run out of rubbish songs to plagiarise too

Following the imprisonment of his father for antics of a carnal nature with the daughter of fantasy land big cheese, Sir Cyrille Grimola, the Son of Boggit found himself on the trail of the Woonsocket Diamonds. These precious stones were stolen from Sir Cyrille by the evil Lord Albert Rankpants of Grundertrolley, and law decrees that whoever returns them will be granted a wish of their choice. Desperate to secure the release of his father, SOB has managed to recover the diamonds, but has since had them pinched during an overnight stay at the Broken Bottle Inn on the outskirts of Grundertrolley. As if this wasn't bad enough, our hero is on the run for a crime he did not commit, after discovering the murdered body of Big Lil, the barmaid from the Broken Bottle...

After running blindly through innumerable darkened fields, with the screams of the residents of The Broken Bottle reverberating noisily in my ears, I came across a deserted road. Pausing for breath, I snatched a quick look behind me to see if I was being chased, but all I could see was pitch blackness. It was then that I noticed the object in my hand. It had fallen from Lil's grasp when I first discovered the body, and I had picked it up before making my escape through the open window in her bedroom. I had been clutching it tightly in my right fist throughout my flight across the dark and muddy

fields surrounding the pub, but it was only now that I actually realised what it was.

There was enough light from the full moon to highlight the unmistakable shape of a woman's bra. A very well-endowed woman's bra. I was about to toss it aside and put further distance between myself and the scene of the crime when



SIMON THE SORCERER: This magical room seems awfully familiar

something fell out of one of the bra's cavernous cups. It was a small, roundish stone that set my heart racing as it lay there on the dirty ground, winking at me in the moonlight.

Suddenly everything began to fall into place. The disappearance of the diamonds... Lil's unfeasibly large chest... her seemingly motiveless murder. She was the one who stole the diamonds, cleverly hiding them in the

one place she knew no-one would be able to snoop around – without her permission. But someone else must have known. Someone who would stop short of nothing – even murder – to get their hands on the diamonds. But who?

I picked up the stray diamond that the killer had missed, and marvelled once more at the way it gave off the light of the moon. I was broken from my reverie by the sound of hurried footsteps pounding along the road from the direction of The Broken Bottle.

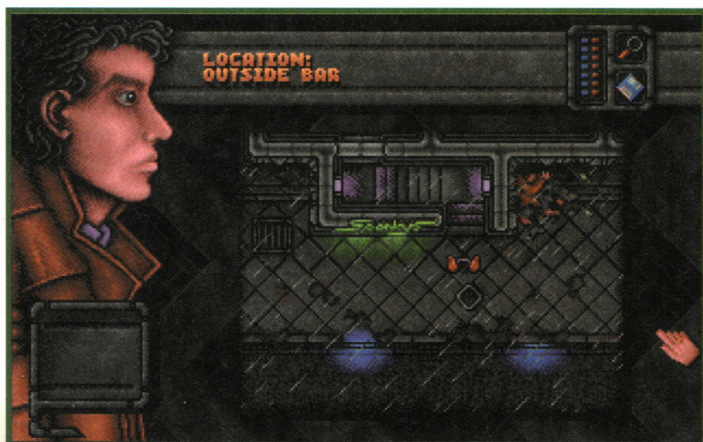
It was time to lose myself in the darkness. I am here to serve...

Simon the Sorcerer

Q I have had Simon the Sorcerer for the Amiga 600 for years and I can't find the shopping list to get into the storeroom of the shop in the village. Please (*100000000) can you tell me where to get the list. And can you tell me how to get to the druid in the prison. I have the frogspawn. Please help me before I smash my Amiga 600.

Christopher Cleary, Carlow, Ireland

A I'm sorry to hear you have the frogspawn Christopher. It can be very nasty, especially at this time of year. Anyway, once you have given the gold to the wizards, go to the village and you should see a box outside the shop. Get inside it, and when



DREAMWEB: I don't know, all this mindless murdering has made me thirsty

you are able to get out, you will find yourself in the storeroom – no list required. Examine all the boxes, and get the spell book and the rat bone. Now use the paper with the door and the rat bone with the lock. Pick up the paper, use the key in the lock and open the door. Take the bucket and go down the stairs to get some flaming brands and mints. You should meet the druid here.

Dreamweb

Q I have killed David Krane and used the key on the plinth. I woke up in an alleyway. This is where I need help. I'M STUCK! Could you please help me?
Mr K Dodd, Wolverhampton

A How tickled I am to receive a letter from you Mr Dodd. And I'm not surprised to see you've moved from Knotty Ash. The place went to the dogs once those Diddy Men started to move in. But getting back to the point of your correspondence, to escape the skip and the alleyway, simply walk to the right and then down. Now go home to the safety of your bedroom. Use the Network monitor, type "List NewsNet", "Read TVSpecial" and "Exit", then read about the general. He is to be your second victim, and you will be able to find him at the TV studio.

Monkey Island 2

Q When I enter the drinking contest in the cottage on Phatt Island, all I do is get drunk and find myself lying on the beach. What do I do? I would be very grateful if you would help me with this problem.
Philip Jones, Halesowen

A When a mug of beer is brought to you in the drinking contest, use it on the tree to empty it. You should then use the near-grog to fill your mug up again, thus preventing yourself from falling into a drunken stupor. If you haven't already got the near-grog, it can be found in an envelope in the jail on Phatt Island – a place you will need to visit to free Kate.

King's Quest VI

Q Please I beg you, help me with King's Quest VI. I'm stuck at the beginning of the game. I can't get the magic map

from the man at the Pawn Shoppe. Please help me as I'm getting very frustrated.
Richard Hamer, Redhill

A To get the map you will need the ring – which can be found at the edge of the water on the very first screen – and a coin – which is contained in a box hidden underneath the plank at the start. Go to the Pawn Shoppe and take one of the mints from the counter.

When you are asked to buy something, choose the wind-up nightingale and hand over the coin. Now show the ring to the shop keeper and the magic map will be offered to you. All that's left for you to do is exchange the ring for the map.

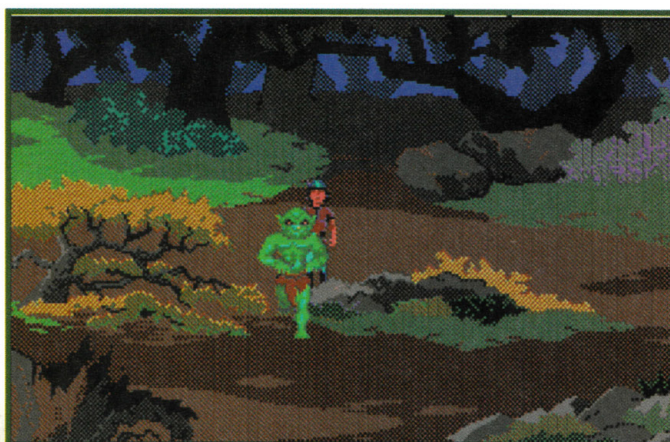


MONKEY ISLAND: The fate of many an adventurer awaits somewhere on this mysterious piece of land

Indy and the Fate of Atlantis

Q I have chosen the Team Path and have reached the Dig Site. I have started the generator and revealed the mural. I have placed the peg on the mural and the stone disk on the peg. I have aligned the horns with the rising sun (and also tried every other alignment), but Indy says, "That didn't seem to work". Am I missing something obvious or do I have a faulty disk?
P Hogan, Laleham

A Try pressing the peg mate. It really is that simple. And please don't make another Crocodile Dundee film.



KING'S QUEST VI: Please come back! I promise I won't forget our anniversary again

Beneath a Steel Sky

Q I am totally stuck on the level after the furnace. I can block the machinery with the spanner and get Joey the new shell. He then gets me into the room, but when I come out, the man on the console searches me and takes everything. Help me before I blow a fuse!

A very puzzled reader, No address

A Once you're in the storeroom, lift the gangway plank on the floor and pick up the putty that was concealed underneath it. If you want the console bloke to leave you alone, ignore everything else. You see, greed never pays dividends.

Well what do you know readers? Those footsteps I heard coming in my direction turned out to belong to the last person I had expected. From my hiding place by the side of the road I could make out his face, the fear in his eyes and the blood on his hands. This was obviously Big Lil's killer – I must have somehow managed to get ahead of him in my desperate dash across the pitch-black fields – and he had a black velvet bag strung over

his shoulder. I must go after him, not only to get the rest of the diamonds back, but to clear my good name too.

Until next time, farewell!

Send your queries (and tips if you like) to:
Son of Boggit,
On the run in Grundertrrolley
c/o Amiga Action,
Media House,
Adlington Park,
Macclesfield, SK10 4NP

The Son of Boggit would like artistically-inclined readers to send in drawings or sketches of what they think he looks like. We promise to print the best efforts over the coming months. And who knows? We may even reveal his true identity!

Write up your alley!

Noooooooooo!! The Superleague woes have begun again. Fortunately we've had the good sense to largely ignore them, and sincerely hope that everyone else will do the same. They were rubbish, for heaven's sake! Let them go!

ROB YOU BLIND

Re: Colonization cheat that you nicked from Amiga Format.

Dear Amiga Power individuals [Oooh, good start mate],

After seeing the cheat which I exclusively sent to AF appear in your pages, I feel

compelled to write in and inform you that you have committed an act of copyright theft, both to Amiga Format and myself. Should you read the magazine you should see the words, "All contents Copyright

Future Publishing Ltd 1995".

Seeing as you have blatantly abused my rights I expect these:

1. Acknowledgement of my cheat in your mag and a large printed apology to me and all AF contributors.

2. An acknowledgement of you mag [**'Your mag', I presume you mean]** being so insignificant that people never send any good stuff to you because you [**Tut**] mag isn't good.

3. A prize of value £35, no less, awarded to me, John Southwell.

Failure to do any of these will mean that you are selfish, unrespectful, irresponsible blatant thieves, and I will enforce strict action to my cause (in which you are totally in the wrong).

Oh, and by the way, awarding every game in the Amiga world 90%+, including rubbish ones, is a bit stupid.

Yours totally seriously,

The John Southwell, Faversham, Kent

After showing this letter around the office and laughing at you with a number of colleagues John, my first instinct was to throw it in the bin. After all, as you quite rightly say, Amiga Action is all of the above, and a coward to boot. But no! A person of your obvious intellect and grammatical ability is unlikely to be

SEND STUFF TO US at:

Write Up Your Alley
Amiga Action
Media House
Adlington Park
Macclesfield
SK10 4NP

Fax: 01625 878888

Email: paul@roundell.demon.co.uk

dissuaded by such, ahem, "unrespectiveness", and would surely reduce us to a shambling mess with further well structured arguments and nigh poetic prose. Humbly then...

1. It was his cheat in our mag.

SORRY.

2. Our mag is so insignificant that people never send any stuff to us because our mag isn't any good. (Yet despite this, John obviously buys it each month).

3. A Dorling Kindersley Multimedia £34.99 rrp'd piece of software, along with a shiny new penny, is on its way to you, John. It's a PC CD-Rom product for Windows 95 entitled

'Virtual Reality Bird', and frankly, it's the only sort you're likely to get, mate. Amiga Action accepts



no responsibility if, during transit, the box becomes crushed beyond recognition, or Pepsi is spilled on the warranty card, or if say, somehow inexplicably, abuse is scratched onto the disc and a small portion of it is removed using scissors and a penknife.

We also accept no responsibility for any chunks of phlegm wiped inside the envelope.

WHAT IS ALL THIS DIRT

Dear King Potato,
Last week I bumped into General Gorbach of the Dooby Doo Bowel Movement and he said to me, "David," (for that is my name), "go home and phone all your friends [...] and it took you 15 seconds [...] and get them to [er, "speculate"] into a golden vessel for eight months". He then told me to go to the nearest animal hospital and drain the fluids of a rabid dog into the vessel. Having done this, he instructed me to place the vessel in a pre-heated microwave for exactly three minutes and 49 seconds [curiously pedantic regarding the time since he failed to specify any for pre-heating, which of course would not make one bit of difference anyway and only a

nobheeeeee could fail to realise this, but go on . . .]

With this done he instructed me to place my member into the steaming vessel, as this was the recipe for eternal youth- hang on, this sounds like something the Prophet of Rage would write (ie complete bollocks).

[Blah-de-blah . . .] nobhead . . . spastic . . . fat old dribbling prostitute . . . noble cause . . . rid Proph of Rage from Amiga Action . . . everyone write in . . . deprive him of space . . . [obscenity] . . . [upon obscenity].
AG and his friend, Bridgwater, Somerset

And the war "rages" on . . .

COMING TO?

Dear Light Bul-

No thanks.

IT'LL ALL END

Dear UMAMW-

You're still not making sense.

DROP DEAD MATE

Dear Paul Roundball,
Davi-

Closer, but still no. Worryingly, 60% of this month's mailbag was from the Proph, and 95% of the remainder was bland as a monkey. Write in for heaven's sake!

Reader Reviews

LEATHER GODDESSES OF PHOBOS

Infocom

Reviewed by Samantha Curtis,
Wrangle, Lincs

This old 'classic' from Infocom has got to be one of the funniest games ever made. It isn't funny because it tries to be, but what makes it funny is how totally, utterly corny it is. And sexist too. If you choose to play in Lewd mode you will be bombarded by, well, lewd comments aimed at women, as



you try to progress. It isn't too bad though, and certainly isn't offensive, and is almost worth playing for the cornyness alone.

Summary: Don't expect any graphics, because this is a text adventure.
70%

GLOBDULE

Psygnosis

Reviewed by Paul Straithen,
Humberside

This is a game which has sat in a cupboard for over a year before finally getting a decent playing due to a boring Christmas holiday. Globdule is a sticky pink blob trapped in a big maze from which he needs to escape by finding the exits and using his skills. It's nothing special to look at, and after an hour of almost total boredom you'll soon begin to realise that it's nothing special to play either. Everything is so samey and unoriginal that it just isn't worth the bother.

Summary: Now I know why it was in the cupboard in the first place.
40%

BACK ISSUES

Amiga Action back issues from June '94 (issue 67) are available, and can be obtained by sending a cheque or postal order for £4.45 (includes postage and packaging) made payable to IDG Media to:
IDG Media, Media House, Adlington Park, Macclesfield, SK10 4NP.
Remember to include your name and address though, or it'll all go tremendously pear-shaped...



SENSIBLE SOCCER (WHAT!?)

Renegade

Reviewed by Alexander Cotter,
Cheltenham

Before you say anything, yes I know that this game is ancient, but as I've only owned an Amiga for a month I want to have a say. Honestly, what is all the fuss about? I have a Mega Drive and FIFA Soccer is much better than this. I used to own a SNES, and World Cup USA is better too. The graphics are good considering they're so small, and it's nice to have so many teams to choose from, but apart from that it really is just a very, very average game.

After a couple of weeks with this it's simple to beat the computer by about 10 goals, and once you work out how to score you're set for ever. Amiga owners must be very easily pleased if this is the game they think is the best on their machine.

Summary: A good game, but it's too easy and there are plenty better.
78%

Swap Shop

When selling stuff through Swap Shop (and it doesn't have to be games – washing machines, cars, stolen cigarettes... anything goes) you can of course ask for whatever cash you like. Your chances of a response are better however, if you keep your expectations realistic, and this is the Amiga Action rough pricing guide, using "example bundles" and assuming that everything is in good condition and machines come with a mouse/joystick.

Buyers – if the prices of the ads tally with these examples then you aren't getting ripped off. Probably.

A500 1 meg – £80

CD32 – £80

A500+/600 – £100

A1200 – £150

CD32 with 25 games – £180

A600, external drive with 50 games – £200

A1200, 40mb hard drive, external drive & 50 games – £300

5,000 Benson & Hedges low tar Superkings in slightly damaged boxes with no questions asked – £250

A1200, 80mb hard drive, some software, extra drive, £500. A500, A500 plus with or without monitor and 2mb RAM expansion, various prices. Call me evenings, 01702 615413.

For sale: Sensible Soccer Euro Champions or MicroProse GP for £10 each or both for £17. Will swap both for Champ Manager 2 [It's not out, and you damn well know it isn't]. Phone Douglas White on 01324 484029.

For sale or swap: I want adventure games and sports games. Swap for Mega Drive games including Pool, Monopoly, SWOS, FIFA and many more. Games cost £4-8. I badly want Theme Park and Valhalla. Tim Russell, 0181 319 8994.

Penpals wanted: A500 games, stamps, postcards etc. Julia Marciniak, Ulica Krepowieckiego 7A/84, 01-456 Warsaw, Poland. (Age 15).

Amiga A500 +, 1mb, mouse, 2 joysticks, joypad, plenty of games and blank disks, dust cover, disk box and manuals, for £200. Lee Wilson, 94 Hawthorn Crescent, Quarrington Hill, Co. Durham, DH6 4QR.

Wanted: A600 fighting games, fair price paid. Penpals also wanted. Phone [Huh?] Malcolm Izatt on 01333 360 505. (Age 12).

Wanted: any PD software to start a library [groan]. All donations will be greatly appreciated. Neil Garshkov, 66f Seaforth Road, Aberdeen, Scotland, AB2 1PB.

A500, 3 meg RAM, 1 meg chip RAM, with complete owner's manuals plus software with 2 control pads and mouse. For sale or trade with stripped A1200. Johnathan C. Poblete, 1049 E. Cedarwood Street, Hanford CA., 93230 USA.

Swap Fields of Glory CD32 for Dizzy Compilation, UFO, Lilil Divil, Syndicate or Lotus Trilogy on CD.

Neil Gordge, 01788 823175

Wanted: PP Hammer, Baby Jo, Fuzzballs, will pay cash. Contact Ian on 01536 85217.

Urgent [Oh that's right...]: A600 with external drive, manuals, 16 games including SWOS, Theme Park, MK2, Monkey Island 2 and 35 cover disks. Offers please. Richard French, 31 Beechwood Close, Basingstoke, Hants RG22 4XX.

A1200 HD, RAM card, monitor, 3 external drives, piano keyboard, printer, 200 boxed titles, also A500. Will split, Send large sae to Mr. G. Rogers, Northview, Swanley, Kent BR8 7BQ.

Intel Pentium overdrive processor, 84mhz. Unwanted gift, still in packaging, worth £250 – offers or exchange for A1200. Ring 01285 740506 after 6.45pm.

Wanted: A1200. Will pay £100 with or without games and accessories. Call Lee on 01543 422147 after 6pm.

Games for the A1200 for sale cheap, including Soccer Kid, Brian the Lion, Assassin. K.A. Roberts, 11 Forresterpath, SE26 4SE.

Amiga 600 1 meg, only one year old with external drive, mouse, [blah de blee and all the rest...] D Paint 3 [etc etc...], fully boxed, £320. contact Gavin Gregory on 01204 692686.

Sale/swap: Bloodnet, Theme Park, Steel Sky, Simon Sorc A1200, Indy/Fate Atlantis. Want: Putty Squad, Gloom, Zeewolf... what have you? Mark Saunders, Villa Nova, High Street, Godshill, Isle of Wight.

For sale or swap. Sensible soccer £5, FIFA £10, MK £7.50. Also for sale ZX Spectrum+ with hundreds of games and joysticks. John Harper, 01702 72083.

PD for sale at £1 per disk or will swap for any new PD. Wayne Morrill, 45 Patrington Garth, Bransholme, Hull [with its "musical flair"]. HU7 4NZ.

For sale, boxed originals: USM and On the Ball World Cup for £10 each. Super League Manager £11, Soccer Team Manager £5 [and the rest...]. Gerry O'Toole, 54 Shanlea Drive, Larne, N. Ireland, BT40 2JG.

Wanted: Lords of the Realm with manuals (A1200), will pay £10, phone Gary after 6pm, 0161 456 0305.

Wanted: Amiga contacts to



[wildly buy pirate games off me because that's what I quite obviously am] Robert Everest, Malta.

Amiga sod [oh, hang on – 500], 2mb RAM, 2nd disk drive, joystick, printer, manuals, some software including Kindwords 2. £200 ono. Phone Paul on 0181 771 9423.

Future Wars, Wiz & Liz and Putty for sale. consider swapping for Dreamweb or Fireforce. Also Curse of Enchantia for £10. Christopher Leigh, 01296 662 343.

A1200 for sale, 40mb hard drive, around 50 games, mouse 2 joysticks, £350. Colin Brooks, 01446 796960.

A1200 for sale, 2 yrs warranty, external disk drive graphics and sound programs plus games, sampler and magazines. £275, Ring Wayne [and call him "The Waynester"] on 01203 448571.

I would like someone to swap games, A500, A600. Justin Hawkins, 43 Markfield, North Bersted, Bognor Regis, West Sussex, PO22 9HW.

Selling amstrad CPC464, printer, games & magazines for £100 ono, or will separate. 01670 518532.

[Now you're not fooling us, we know you're making money out of this, but...] WSL Fantasy League, over 950 teams, cash prizes, cup competitions, active transfer market, fortnightly updates, ground impro [yeah yeah...]. To take part write to Wayne Perkins, Worldwide Soccer



SwapShop



League, 16
Bensusan Court, Icen Way,
Colchester, Essex CO2 9EF.
A1200, extra drive, joystick and loads of software £300 ono. also Atari Jaguar with Doom, Alien vs Predator, Tempest 2000 and more one controller, £150 ono. Phone after 6pm., 01745 887941, after 6pm. [Yes mate, you've said that]
Selling my games or swap for Lamborghini Challenge [You're not doing anything on this scrappy bit of paper my son. Whaddy think the coupon's for?]
Selling Amstrad 486 SX25 with 214 mb hard drive, SVGA monitor for £700 [You're not you know...]
David Cotterill, 28 Faunthinsa Road, Mosley, Bloxwich, Walsall.
Wanted: Theme Park, Player Manager 2; swap for Detroit, The Patrician or Man Utd the Double, one for one. Mark Williams, 01752 226524.
To swap: Zool 2, Cannon Fodder 2, Elfmania, Jungle Strike, Theme Park, Pinball Fantasies and Jag XJ220 for: Viz, Dune II, Aladdin, UFO 2 [Oh it's out! It's in every single shop], Puggsy, Brutal Football, Alien Breed 2, Heimdall 2, Bubba 'n' Stix, Simon Sorc. Andrew Muir, 01250 872141.
Amiga 600, 2 meg with books, mags and 16 games including SWOS, Theme Park, MKII & Monkey Island 2, for £100, buyer collects. Richard French, 31 Beechwood Close, Basingstoke, Hants BG22 4XX.

Amiga 500, 1mb with manuals, new internal drive, mouse, 3 joysticks, 125 boxed games, 300 demos, midi interface, all mint condition, worth over £1000, will sell for £190 ovno. phone 0181 650 6618 and ask for Matthew.
Must go! Amiga games, £2-9. Steel Sky, Valhall 1 and 2, EOB II, Ishar 2, Shadow of the Beast III, Darkseed, Monkey Island, or are you actually preferring a simian?], Heimdall 2, Kyrandia Worlds of Legend, Pools of Darkness, Bosy Blows, all boxed originals. Call 0181 297 2587 anytime!
Retrogamer, fanzine of classic video games. Issue one - The Man Who Started Atari, Pac-Man tips [Oooh! - "Avoid the ghosts"], laser disc games, cheques for £1 to Keith Ainsworth, 52 Kingfield Road, Orrell Park, Liverpool, L9 3AW.
Digita Wordworth 2 £25, A-Train £15, F15 Strike Eagle II £15, Power Drive £10, Euro Kick Off 3 (A1200) £10 [and some others which are equally as expensive]... Oliver Coles, Postern Park East, Tonbridge, Kent, TN11 0QT. 01732 773322.
A500 for sale: 1 joystick, 1 mouse, mousemat, games, demos, mags, 2 disk boxes etc. Bought for £900, selling for £300 [No you ain't...] Stewart donald, 01727 858729.

Amiga 500+ for sale!! Very good condition, lots of software, hardly used, one joystick plus mouse and diskmox, £100. Tel 01484 721602.

Wanted: second hand games for A600, all considered but we prefer platform games. We live in Spain and can't get them here [Same goes for moustacheless women]. Also, desktop publishing wanted. We will pay for the postage of disks. Role play games also wanted. Nick Rowe, Calle Carretera 56, 1, 43591 Aldover, Tarragona, Spain.

Amiga 1200 for sale, bargain at £65 or swap for Sega Master System. It is in full working order and has been recently serviced. Paul Keith ["Barking Mad"] Bennett, 78 Green Meadows, Westhoughton, Lancs, 01942 842518.

CD32 game Microcosm £8.
Unwanted gift. David, 01942 818527.

Selling CD32, 15 games, controller in ex con for £130. R.S. Bell, 14 Bramley Place, Crayford, Kent, DA1 4NB.

Wanted: A1200 games to swap. Anyone interested? Gary Burridge, 35 Constantine Place, Baldock, Herts SG7 6ST.

Original Amiga games and utilities (including many older and very rare titles) for sale from £2 each. Write for printed lists. Stuart Hardy, 33 Fir Tree Drive, Wales, Sheffield, S31 8LZ.

Amiga 600, 2 mice, 4 joysticks, pad, over 35 boxed games, approx 400 blank/coverdisks, disk boxes, mags £300. Steve on 01509 852558.

Wanted: Amiga contacts to swap and talk about games [Let's talk about games. How interesting]. Write to Edwin Caveney, 1 Meg Lane [Just around the corner from External Drive Avenue. Oh, forget it...], Broken Cross. Macclesfield, SK10 3LB.

The ads in the Swap Shop are free. They didn't used to be, but it got to be too much trouble taking the cheques downstairs. The thing is though, keep them short. Don't waffle on and list every single game you've got, or your ad won't get in. If you're after a penpal then a: include your age, and b: sort yourself out.

Name

Address

Telephone

Age

Please tick which you wish to be printed:

☐ Telephone

☐ Address

Send to: Filth Shop, Amiga Action, Media House, Adlington Park, Macclesfield SK10 4NP

SLAMTILT

21st Century ● Released April

As kettles of fish of a pinball variety go, Slamtilt is kind of different. Different in that it is not programmed by Swedish development team Digital Illusions, yet at the same time strangely familiar, since it is programmed by Swedish development team Liquid Design. New boys, if you will.

The boys at Liquid Design are quite literally that – their average age is somewhere in the teens – but Slam Tilt seems to be shaping up as a true professional effort. Indeed, 21st Century is no doubt hoping it will scotch from our thoughts the distinctly average Pinball Mania.

There is only so much you can do with a two-dimensional computer pinball table, and previous efforts have probably gone right to the limit. LD's tables (there are four of them, with music of exceptional quality) are still unfinished, but they look every bit as good as anything which has gone before. Where it is hoped this game will stand out from the crowd is in the sub-games of sorts, which are played out on the digital display at the top of the tables. The usual handful of 'modes' are promised, and each table includes its own game.

All the sub-games involve maimage of some sort, and they're as graphically detailed as two colours allow. So much so in fact that we here at AA reckon that Slam Tilt could be the first pinball game to receive an age classification. It's released in April, or thereabouts.





POET, KNOW IT ETC . . .

Since most of our loyal readers have become accustomed to a high class publication of exquisite literary content, you may not be aware of the more tabloidian magazines at the non-literary end of the scale. Such as Poetry Now, the poetry magazine. Well now you know, and what's more, Poetry Now is running a competition FOR YOU! Of a fashion.

"The past 10 years have been evidence that the world of technology is astounding," says Poetry Now, and in light of this the magazine is issuing a challenge for all of those with a techno-opinion they wish to voice, or in this case, pen.

They want to hear from anyone who can write a poem – in no more than 30 lines – on the subject of the world of technology, for publication in a forthcoming anthology. Entries should arrive at Poetry Now (The World of Technology), 1-2 Wainman Road, Woodston, Peterborough PE2 7EU, or be faxed to 01733 230751 no later than April 30.

Fancy a go, but stuck for ideas? Take inspiration from these stirring efforts from the bardmongous pen of Paul Roundell:

I like my computer
It makes me laugh out loud
Until I go mad with a gun
And slay a massive crowd

or perhaps . . .

Computers are bad for you
They say
Computers make your brain go mushy but
We technophobes laugh, disdained
Because we know they makes our lives so cushy
Cushy wushy

Things were better when everything was made of wood
They say
And chips were ten a penny and we nod
In mock respect, knowing that 'they' don't have any
Bloody idea what they're talking about
At all. The old buggers

It can't do anything
They say
That I can't do myself
And yes we say, that's true almost
But at least it doesn't wear incontinence trousers and boast
About the war
You boring old fart
Now shut up

CONTROVO-MAN SAYS . . .

"Throw
bricks at
farm
animals.
Especially
cows"



A WHOLE NEW WORLD OF AMIGA

It's funny this, but when Paul (who quite obviously writes these pages but resolutely insists on being mentioned only in the third person) mentioned the forthcoming World of Amiga Show to 'The Powers That Be', the response was something along the lines of a breezy, "Book your hotel and expenses, and away you go. Mate". Yet, on mentioning a previous forthcoming World of Amiga Show to the same 'Powers That Be' back in December, he was scornfully laughed out of the posh corner of the office. You see, December's World of Amiga Show was held in Toronto, Canada, whereas World of Amiga - April '96, as you can imagine, won't be. But like the Murphy's...

So World of Amiga is back in business, and in this very country too. It'll all be 'going down' on Saturday 13 and

Sunday 14 of April this year, at the Novotel Exhibition Centre in Hammersmith, London, and is of course fully backed by Amiga Technologies, complete with its strangely amusing GmbH suffix.

It says here that, "Amiga Technologies... will have a stand featuring its latest products and, in addition, will present key third party developers to the Amiga buying public". A games arcade, competitions, "galore", a retail area, presentation area and, um, high end applications mean that, with a bit of luck, the show should be something along the lines of the December '94 effort, which was actually rather good. Except for that bit where we had to go into some tent thing with Amiga Computing and answer questions about fractals and stuff...

Admission is seven dabs a



chunk, or £5.50 for kids (and midgets with unusually young facial features), and tickets can be booked by calling the credit card hotline on 01369 706346. Plasticless paupers can send dodo-like cheques and postal orders made payable to The

World of Amiga at PO Box 9, Dunoon, Argyll, PA23 8QQ. We'll be there, if you're bothered. Probably near that spinny thing which makes your eyes go all funny, like last time, or else penniless and disease-riddled in a seedy Soho pub.



HILLSEA LIDO! GET IT HERE!

Here it is! It's the offer we should have included in last month's magazine because we forgot to put it in the month before.

And which also got left out last month by mistake because of the news bonanza. But which is here now.

Hillsea Lido, Vulcan Software's holiday resort simulator, reviewed in heaven knows which issue, and which received a VERY GOOD SCORE which we now can't remember, is yours to buy for a VERY GOOD PRICE, namely £12.99. You won't find it in the shops because it is available MAIL ORDER ONLY. So if you want it, here's how. Send a

cheque or postal order made payable to Vulcan Software, who can be found at: Vulcan House, 72 Queens Road, Buckland, Portsmouth, Hants PO2 7NA.

Also on the Vulcan front, another Valhalla is on the way. Billed as the 'Third Ever Amiga Speech Adventure', Valhalla and the Fortress of Eve puts you back in the role of the prince - now grown up and looking for a wife. It's a six-disk, multi-level, thousand-word monsta of a game which will be lovingly crammed into a special little box when it's available around April. Vulcan's Lisa will probably be 'showing' at the time of release.

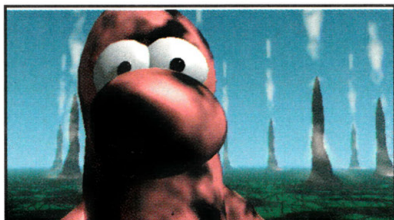
VIOLENT VIDEOGAME CAR KILL SHOCKER!!!

As the videogames violence argument rages on, ammunition for the anti-fisticuffs lobbyists comes this month in the unlikely shape of a Texan student. The young man, armed with a gun, took up a roadside position awaiting the passing of a transport truck ferrying a huge load of videogames. As the truck approached, the student burst from hiding and fired three shots at the truck with the intention of stopping it in its tracks and making away with the booty.

Except it all went a bit pear-shaped one of his shots found the head of a passing motorist, who promptly died. The young Texan is currently awaiting trial for murder. Top spoon.

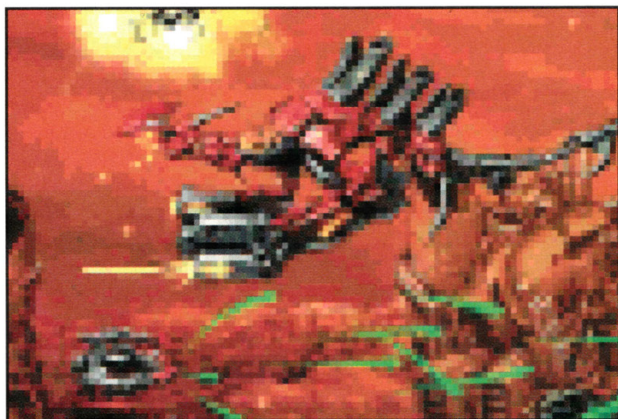
THEY ARE LEGION

Who says the Amiga is dead? [You do – reader]. Ah, well never mind that. Team 17 certainly doesn't agree, because sales of Worms, its ultra-playable wriggly blaster have gone through the roof. The last figure Amiga Action heard quoted was 50,000 sales on the Amiga alone, second only to Sensible Soccer in the sales stakes over the last half decade or so. Probably.



We were going to ring Team 17 for confirmation, but didn't in the end, what with one thing and another. But if we had, this is what they probably would have said.

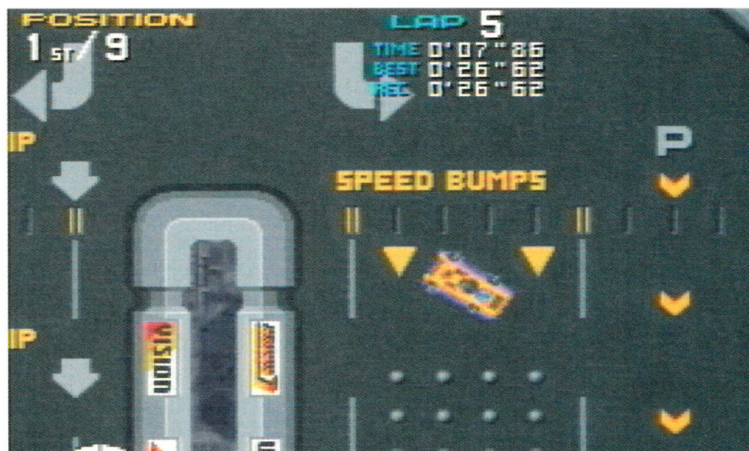
"It's true. There's been a phenomenal response to Worms, as we always knew there would be, and it just goes to show that the Amiga user base is as healthy as ever if quality



products are offered. Riots have broken out in some shops as punters strove to beat the rush for the last few copies, machines have broken down in certain regions due to demand, and Camelot estimates that the jackpot prize could be as high as £40 million." Wow. You heard it here first.

Also, a Worms patch disk will be available to download from Team 17's Web site from around the middle of February (<http://www.team17.com> etc etc), and the bargain priced Worms Plus Pack (details of which we aren't aware of, but probably could have found out about if we'd wanted), will be out in March.

Doubly also, good news for Project-X fans is that a superb new updated and revitalised game in the shape of Project-X 2 is currently under development. For the PlayStation.



TAKE ACID

... Software, er, for instance. April sees the release of Acid Attack, a compilation of the New Zealand-based reamsters'

finest-work-which-is-not-Skidmarks. For just 30 measly quid you will be blessed with Guardian, Roadkill and Super Skidmarks. Review next month, or whenever we get the relevant screenshots and find someone who can remember all three games.

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VID SLOT

With Get a life! consigned to that great filler feature in the sky, the news is now the place where you will learn of the upcoming videographic and stereophonic treats which we hope to glean for free from the PR

companies. To this end we bring you Freddie Starr: Starrstruck (cert 15), as lent to, and reviewed by, Paul's dad, who's a bit of a fan, and who doesn't really talk that much unless he's forced.

Paul: What did you think of that Freddie Starr video dad?

Paul's dad: (Blank look)

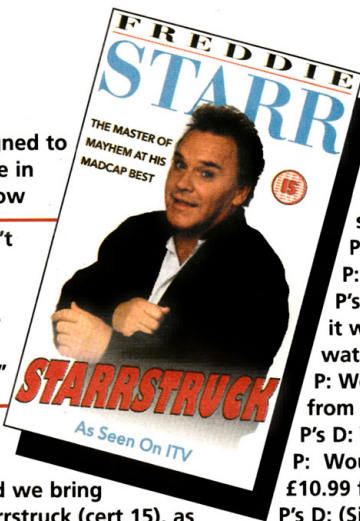
Paul: That Freddie Starr video! What did you think of it?

Paul's dad: I don't know what you're on about.

(Stifled laughter from Sarah, Paul's girlfriend)

P: That Freddie Starr video I gave you the

"I don't know what you're on about"



other night! Was it any good?

P's D: It were alright.

P: Just alright?

P's D: Just alright.

P: As a fan of Freddie Starr, would you say it was his finest work to date?

P's D: No.

P: Would you say it was his poorest?

P's D: (Spots dictaphone, sighs) I would say it were . . . not . . . not . . . it were watchable, but I've seen better.

P: Would you have regretted hiring it out from the video shop?

P's D: Yes.

P: Would you have regretted it if you'd paid £10.99 for it?

P's D: (Sighing, looking bored, wishing his son would go away) Yeah.

P: What kind of people would it appeal to then?

P's D: Eh?

P: Would you sit a seven-year-old child down to watch it?

P's D: It were alright, like.

P: What was the funniest bit?

P's D: I like Freddie Starr.

P: (Realising the futility) Cheers Dad. Come on Sarah . . .

Next month: Zeewolf 2 tips with Paul's mum, Margaret.

PICTURE OF THE MONTH...

Keeping machines clean and functional: Ribbon Revival and US company Falcon join forces to supply UK commercial customers with a range of care products for the office.

Is that a care product you're squirting on my desk, or are you just pleased to see me?



CHAMPIONSHIP MANAGER 2

It's still coming out at the end of Feb. We haven't seen it yet. But it is coming out.

WHATEVER BECAME OF . . .

The Chaos Engine 2? We don't know. Sorry.

NEXT MONTH

Amiga Action issue 82 on sale March 25. With another full game and a lot of really good stuff in it. Oooooooooooh, hell yes.

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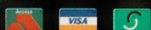
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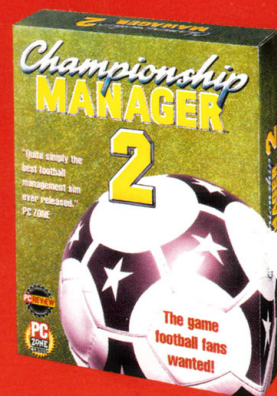
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